



Starships D6 / Penetrator Missile Cruise

Penetrator Missile Cruiser

Seeing the need to introduce a new cruiser into the PDF to boost its image as a capable military force and the need to incorporate the new cruise missiles into the Navy, the PDF contracted Kashan Systems to design a new missile cruiser.

The Penetrator-class dedicated missile cruiser was designed with the sole purpose of planetary assaults in mind. The Penetrator will enter the upper atmosphere of a target planet and launch cruise missiles at specified points within its range. When armed with nuclear weaponry, a single Penetrator can lay waste to a planet with its cruise missiles, leaving most of it in a radioactive state.

Craft: Kashan Systems KS-1341 "Penetrator"

Type: Dedicated missile cruiser

Scale: Capital

Length: 351 meters

Skill: Capital ship piloting: Penetrator missile cruiser

Crew: 315, gunners: 56, skeleton: 78/+15

Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D, sensors 4D+1, starship gunnery 4D+2

Passengers: 40 (troops)

Cargo Capacity: 6,500 metric tons

Consumables: 3 years

Cost: 34.87 million (new)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 280; 800 kmh

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 85/2D

Search: 150/3D

Focus: 6/5D

Weapons:

7 Turbolasers

Fire Arc: 2 front, 2 left, 2 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

4 Quad Laser Cannons

Fire Arc: 2 dorsal turret, 2 ventral turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

12 Concussion Missile Launchers

Fire Arc: 3 front, 4 left, 4 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Ammo: 25 each

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

2 Cruise Missile Launchers

Fire Arc: Front

Crew: 6

Skill: Capital ship gunnery

Ammo: 4 each

Fire Rate: 1

Fire Control: 5D

Space Range: 1-25/100/250

Atmosphere Range: 2-50/200/500 km

Damage: Varies by warhead type

Game Notes: Missiles available for use include the TCM I and TCM II which can both have variants suited for use in a vacuum. The TCM I does 3D/2D/1D capital scale damage with a blast radius of 30/20/10 meters. The TCM II carries a high-yield nuclear warhead and does 7D/5D/3D/1D physical damage AND 4D/3D/2D/1D (ionization) EMP damage over a 25/12/7/3 space unit and 50/25/15/5 atmospheric blast radius (radiation rules also apply).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.